PHILIPS DCC730

MODEL

USER MANUAL

INDEX

English

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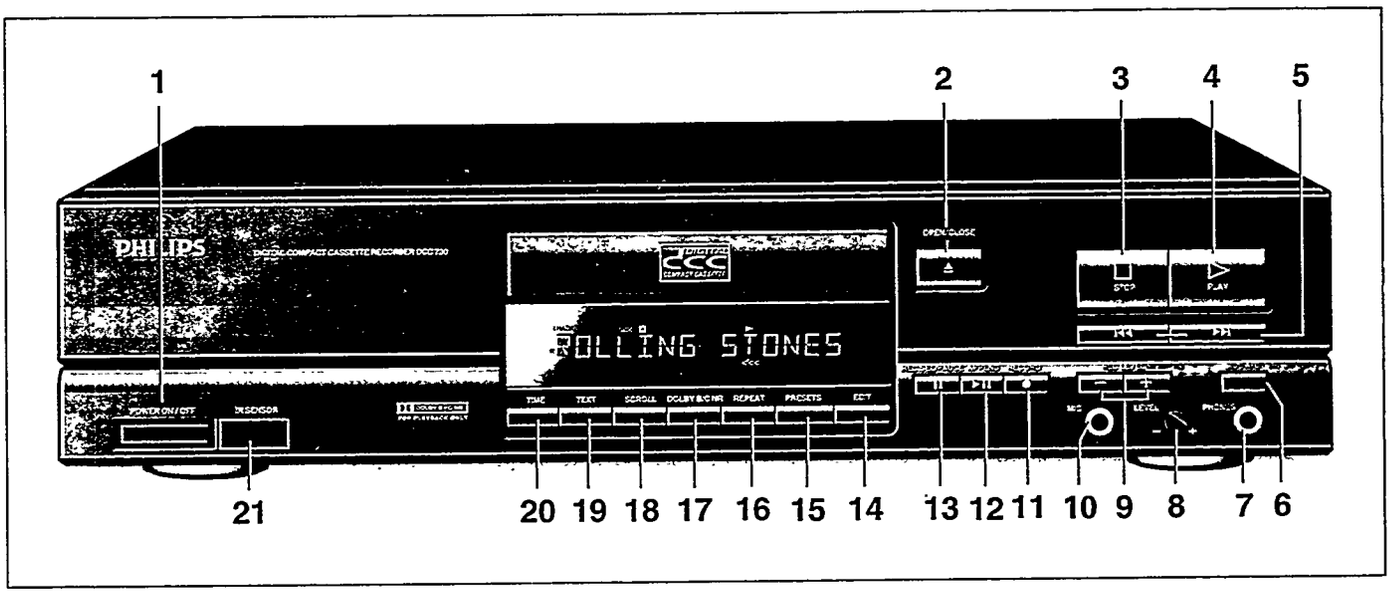
The type plate can be found on the back of the unit.

This product complies with the radio interference requirements of the European Community.

Recording is permissible insofar as copyright or other rights of third parties are not infringed.

OVERVIEW OF KEYS

English



KEYS

1 POWER ON/OFF	to switch the recorder on and off.
2 OPEN/CLOSE	to open and close the tray loader (also push tray to close).
7 PHONES	socket for headphone connection.
8 LEVEL	to adjust the volume when using headphones
10 MIC	socket for a microphone. (automatic source selection)
17 DOLBY B/C NR	to select Dolby Noise Reduction only on conventional musicassettes
18 SCROLL	• to scroll text information or to enter the demo mode. • to adjust the scroll speed when lyrics information is selected.
19 TEXT	• to select text information • to enter the title programming mode.
20 TIME	to select time and level information

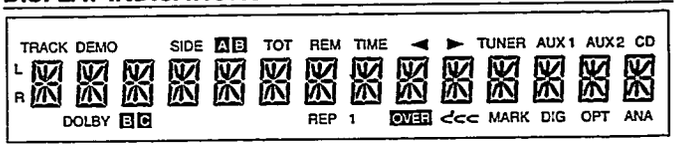
RECORDING CONTROLS

9 REC LEVEL +/-	• to adjust the recording level (analog and microphone input). • to select characters during title programming
11 RECORD ●	• to start the actual recording. (only in RECORD PAUSE mode) • to effectuate edit or title record
12 APPEND ▶II	to search for the end of the latest recording after which the recorder switches to the RECORDING PAUSE mode.
13 SELECT PAUSE II	to select the recording source and to enter the RECORDING PAUSE mode.
14 EDIT	to enter the edit mode. ☞ see 'EDIT'

PLAYBACK CONTROLS

3 STOP ■	to stop any action
4 PLAY ▶	to start playback or recording.
5 ⏮	• to search for the start of the current track (press once <0.5 sec.) (also for music cassettes) • to search for previous tracks (press more than once) • to wind the tape backward (press >0.5 sec.)
⏭	• to search for the start of the next track (press < 0.5 sec.) (also for musicassettes) • to wind the tape forward
6 SIDE A/B	to reverse the tape travel direction (press >0.5 sec.)
15 PRESETS	to enter the preset mode. ☞ see 'PRESETS'
16 REPEAT	to repeat the current track,to repeat all tracks or to switch repeat off.
21 IR SENSOR	infra red remote control eye

DISPLAY INDICATIONS



▶ on during playback or recording
▶ blinking during forward search
◀ blinking during backward search

TUNER, AUX1, AUX2, CD indicates the selected recording source (user selection).

REP (1) lights up to indicate that the current track (REP 1) or all tracks (REP) will be repeated.

OVER lights up if the recording level is too high

MARK lights up each time a marker is read, written or erased on the tape.

DIG, OPT, ANA indicates the corresponding input with the selected recording source. ☞ see 'PRESETS'

SUPPLIEDD CABLES:

1 x mains cable
2 x hifi connection cable (cinch)
1 x digital cable (cinch)

1 **MAINS CONNECTION**

- Before connecting the unit to the mains, proceed as follows:
  - If the unit is equipped with a VOLTAGE selector, first adjust the voltage selector to the local mains voltage.
  - If the unit does not have a voltage selector, first check if the mains voltage as shown on the type plate on the back of the unit corresponds to your local mains voltage. If it does not, consult your dealer or service organisation.
- After all other connections have been made, connect the mains lead to the AC MAINS socket and insert the mains plug in the wall socket.

2 **ANALOG CONNECTIONS**

a **ANALOG PLAY** - Connect these sockets via the supplied hifi connection cables to the DCC **IN**PUT sockets of your amplifier. You can also use the TAPE 1, TAPE 2 or AUX **IN**PUT of your amplifier but never the PHONO **IN**PUT socket.

b **ANALOG REC** - Connect these sockets via the supplied hifi connection cables to the DCC **OUT**PUT sockets of your amplifier. You can also use the TAPE 1/2 or AUX **OUT**PUT sockets of your amplifier.

3 **DIGITAL CONNECTIONS**

The DCC730 can be connected to your CD player via the digital or via the optical socket , depending on the available outputs on your CD player.
Recordings through a digital connection guarantee optimum recording quality; record level setting is then not necessary.

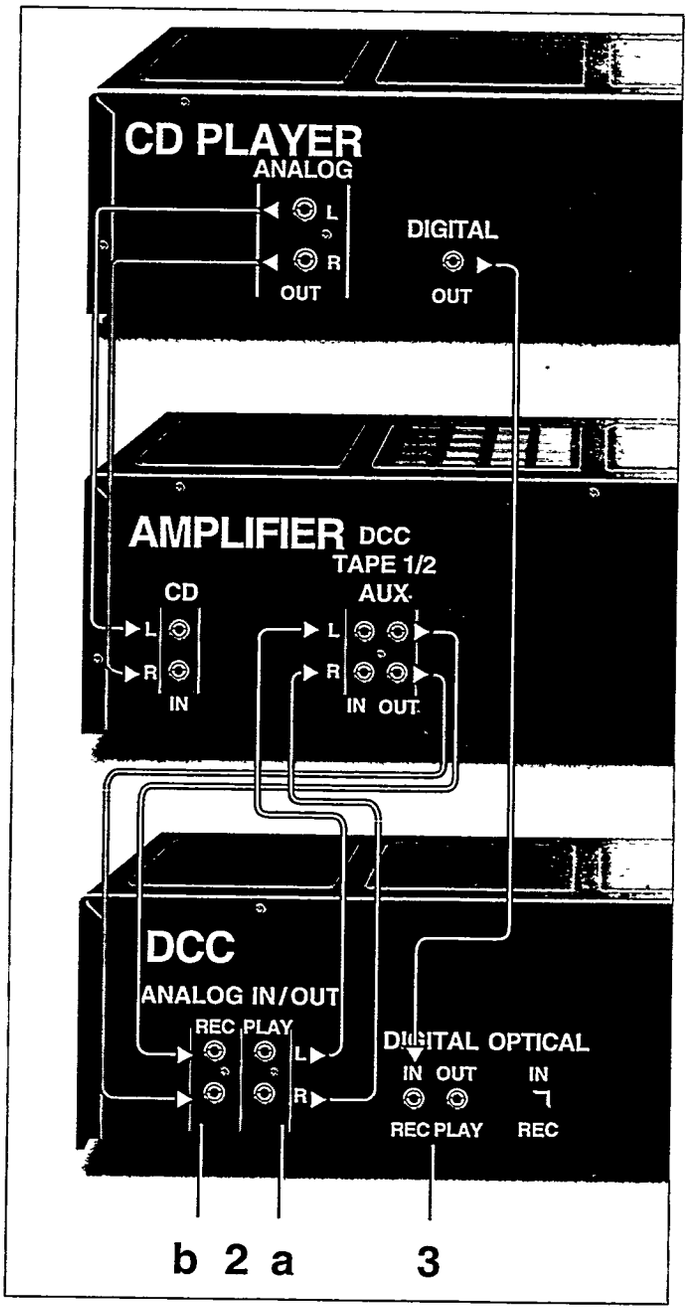
DIGITAL IN - Connect this socket via the supplied digital cable to the corresponding digital output socket of e.g. CD and DAT or to the digital selector of some Philips amplifiers.

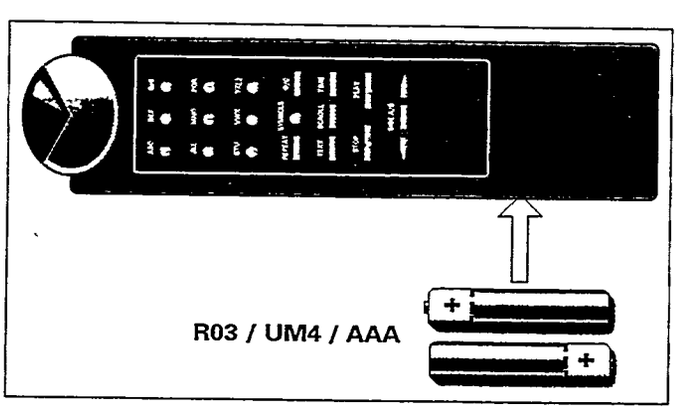
OPTICAL IN - Pull out the protective plug from the socket. Connect this socket via an optical lead (SBC1150) to the corresponding optical output socket of e.g. CD and DAT.

NOTE: when you are not using the DIG IN connections, for the CD, the PRESETS of the DCC must be changed by using the preset key.
☞ For this refer to the chapter PRESETS.

OPTIONAL CONNECTION
DIGITAL OUT - Connect this socket via a cinch cable to the corresponding digital input socket of e.g. an amplifier with D/A convertor or another digital recorder.

4 **REMOTE CONTROL**
Open the battery compartment and insert two batteries, type R03, UM-4 or AAA-cells.

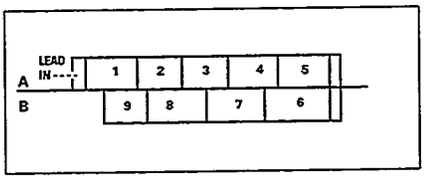




CASSETTE TYPES

PLAY

~~**RECORD**~~



- continuous play
- continuous tracknumbering

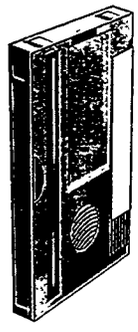
* LEAD IN: automatic search to start of first track; negative time will be displayed.

When using a DCC album the following information is available:

- album-info: title, artist
- tracktitle-list
- song lyrics (if present on cassette)
- tracknumbers
- track time, absolute time, total remaining time.
- direct track search
- title search

This information is continuously repeated in the music track and can be retrieved within a short time.

DCC ALBUM

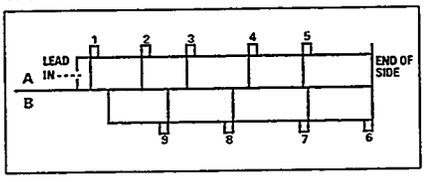


PLAY

RECORD

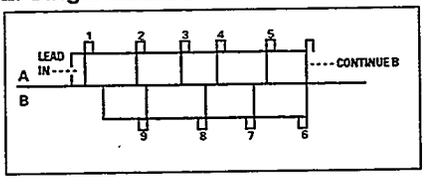
3 formats can be recorded:

1. MC like format



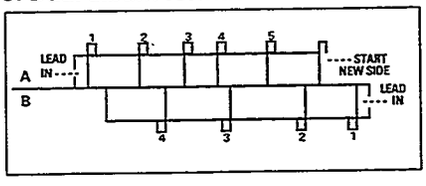
- automatic autoreverse at end of side
- this autoreverse action may occur in the middle of a track.

2. Single album format



- continuous play
- continuous tracknumbering
- autoreverse between tracks
- continue B
  ☞ see EDIT

3. Dual album format



- fast wind to new side
- independent tracknumbering per side
  ☞ see EDIT

NOTE:
A recording started on side A will automatically continue on side B, if limited recording space (< 1 min.) is available on side A. In order to reduce the loss of recorded information due the trailer tape, the DCC recorder switches to side B slightly before side A is completely full. During playback this may result in a silent 'gap'. It is advised to activate 'RENUMBER' after finalising the recording session (see: 'EDIT, RENUMBER').
'RENUMBER' guarantees correct track numbering and direct change to side B during playback.

DCC

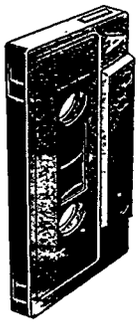
When using a DCC the following information is available:

- absolute time
- track number at start of track
- track time
- remaining time on current side
- sequential track search

OPTIONAL

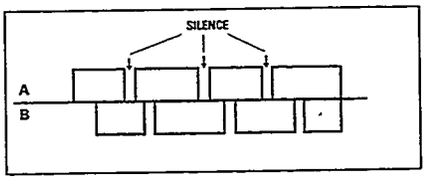
- title at start of track
  ☞ see TITLE PROGRAMMING
- renumber
  ☞ see EDIT

NOTE:
If a recording is started in a blank area, the player is not able to write tracknumbers and absolute time on the tape. The renumber action is then not possible.



PLAY

~~**RECORD**~~



When using a conventional musicassette the following information is available:

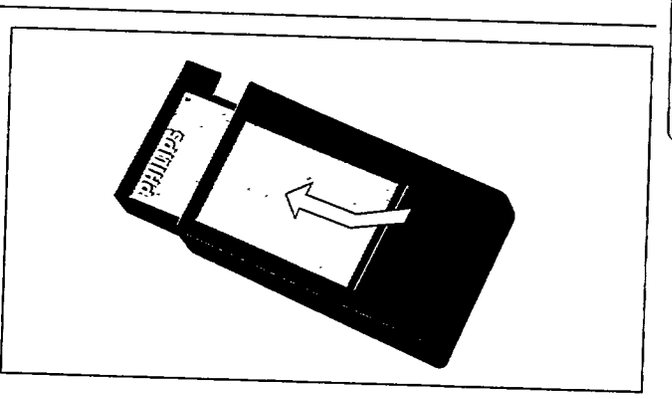
- counter setting
- estimated absolute time
- AMS (search of start if tracks are separated with >3 sec. silence.

MUSICASSETTE

CASSETTES

SLIDING OUT A DCC CASSETTE FROM ITS BOX

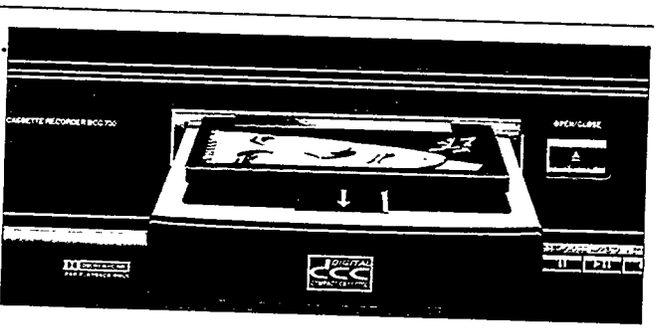
Press the cassette out with your thumb; push the cassette upwards.



POSITIONING A CASSETTE IN THE TRAY

Insert a DCC with the printed side up and protective slider pointed to the DCC-player.

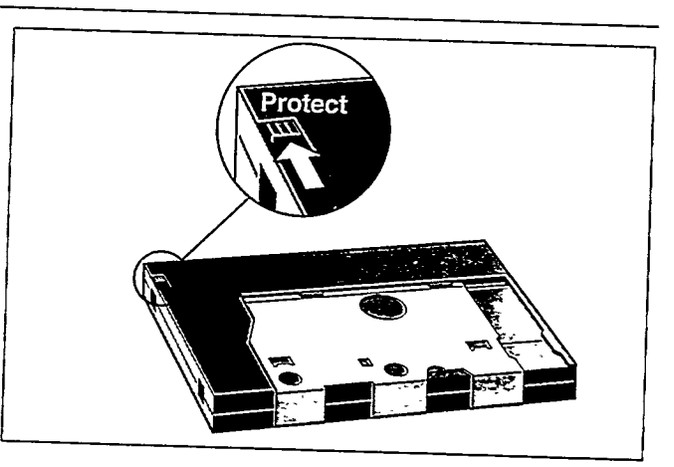
A conventional musicassette should be inserted with the tape pointed to the DCC-player.



PROTECTING A CASSETTE AGAINST RECORDING

Accidental overwriting of recordings made on your DCC cassettes can be prevented by sliding the red switch on the back of your cassette upward.
No recording will then be possible on both sides of this tape.

Recording will be possible when the red switch is slided backward again.



NOTES ON PLAYBACK (☞ see page 8)

1. At the start of a tape (LEAD IN area) the display may show a negative time indication e.g. -0:11 and the player will wind to the start of the first track.

2. After closing the tray, the player always selects side A of a cassette. You can reverse the tape travel direction with the SIDE A/B key.

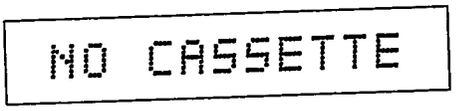
3. When you load a cassette and the tape is positioned near the start of a track, the DCC player will read the tape information and reposition the tape to the start of this track. Reading can take a little longer.

4. TROUBLESHOOTING:
What to do in case no sound is heard:
- Check the connections that are made (☞ see also INSTALLATION).
- Check the source selection on your amplifier.
- Check if the inserted cassette is not a blank DCC.
- Check if a blank area on the tape is being played back.

English

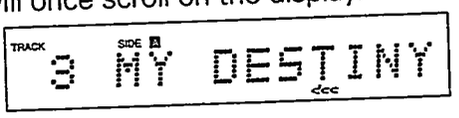
Playback of a cassette is similar to operating a CD-player.

1 Switch the unit on with the **POWER ON/OFF** key.
The unit checks if a cassette is loaded.
If no cassette is loaded, the display panel shows:

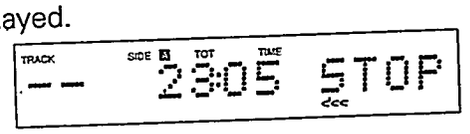


2 Press the **OPEN/CLOSE** key to open the tray and insert a cassette.
Close the tray by pressing **OPEN/CLOSE** again or by pushing the tray.
The display panel shows:
The unit now reads the tape. This procedure will take maximum 5 seconds.

If the unit finds a DCC album, the complete track title will once scroll on the display.
After that the shortened title will appear, e.g.:
(max. 12 characters)



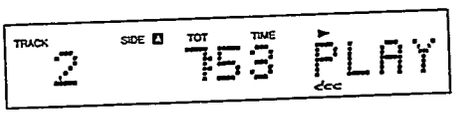
If the unit finds a (user-recorded) DCC, the time is displayed.
The display panel shows for instance:
The track number may not be known as this is recorded at the start of a track.



If the unit finds a conventional musicassette, the display shows the counter mode:

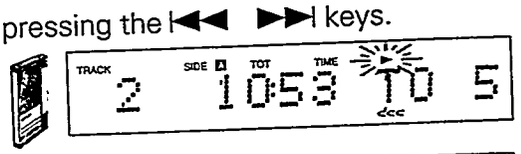
The display settings can be changed with the TIME/TEXT key.
☞ see also: **DISPLAY**

3 Press the **PLAY ▶** key to start playback.
Playback will start from the present position of the tape.
The display will show for instance:
The play indication ▶ on the display lights up.

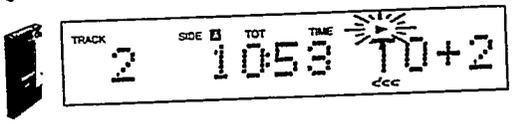


4 Press the **STOP ■** key to stop playback.

5 Searching for next or previous tracks can be done by shortly pressing the ⏮ ⏭ keys.
The play indicator ◀ or ▶ on the display will start blinking.
The display shows e.g.:



When the ⏮ ⏭ keys are pressed > 0.5 sec., the deck starts (re)winding until you release the key.



☞ see also: **PLAYBACK FUNCTIONS**

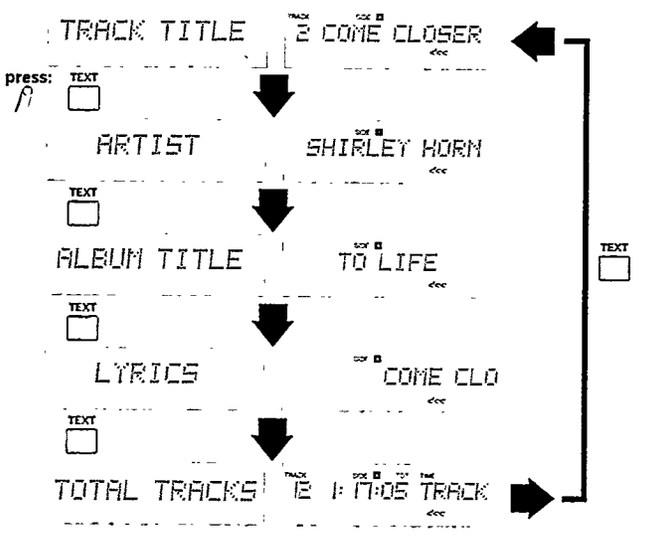
NOTES: ☞ see page 7.

TEXT - TIME

By pressing the **TEXT** or **TIME** key you can select different information to be shown on the display.
Different information is available for the different cassette types (☞ see CASSETTE TYPES).

If the display is showing TIME information, pressing the **TEXT** key will result in:

When using prerecorded DCC cassettes:



Lyrics information is not present on all prerecorded DCC cassettes. In this case the topic indication *LYRICS* will stay on the display as long as no synchronized songtext has been detected.

First, the display will show the topic name, then the topic line will be scrolled once and afterwards the shortened topic will be fixed on the display.

When you press the **SCROLL** key the selected text information will once be scrolled again on the display from right to left.

In case you have selected LYRICS, you can adapt the scrolling speed (in 9 steps) of the song lyrics to the music rythm by pressing the **SCROLL** key several times.

The text key is only functional when DCC cassettes are used. When you press this key when you are using conventional musicassettes the display will show

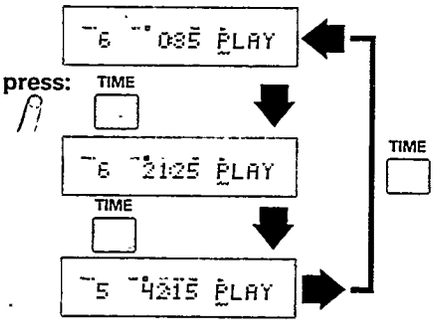
NO TEXT INFO

If the display is showing TEXT information, pressing the **TIME** key will result in:

track number and elapsed playing track time

total elapsed time on the tape

total remaining time on the tape

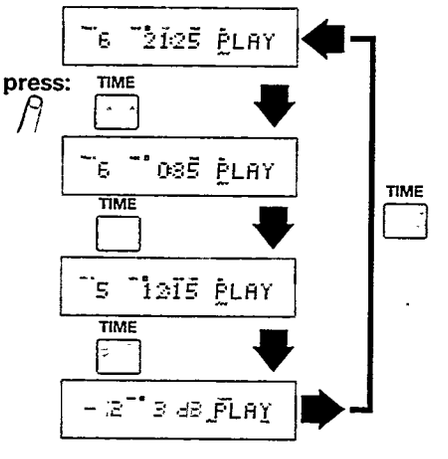


total elapsed time

track time

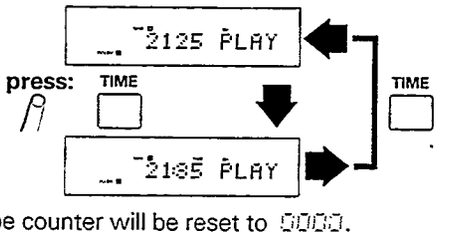
total remaining time on current side

record level setting



counter setting

estimated absolute time



COUNTER RESET

By pressing the TIME key for 2 seconds the tape counter will be reset to 0000.

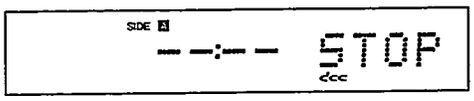
English

Basically, making recordings on your DCC recorder is similar to making tape recordings on a musicassette.

1 Press **OPEN/CLOSE**.

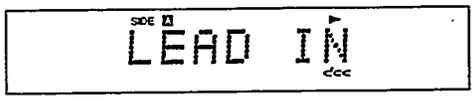
2 Insert a ***blank*** DCC and close the tray.

3 Press **BACKWARD** |◄◄ for more than 0.5 seconds.
The deck rewinds and stops at the beginning of the tape.



4 Press the **SELECT PAUSE II** key.

a The deck writes a buffer area (LEAD-IN).
This buffer area is to guarantee optimum tape-recording conditions and recording of time and track info.



b The DCC player will enter the RECORD PAUSE mode and the indicator above the RECORD key will start blinking ☼.

c **SOURCE SELECTION:**

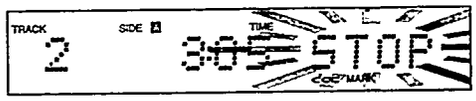
- The CD player is automatically selected as the source. The digital input is also selected automatically (default setting). Changing this setting can be done with the PRESET key (☞ see PRESETS).
- If you want to record from another source than CD, press the **SELECT PAUSE II** key once more. Each time you press **SELECT PAUSE II** the following recording source will be selected:
The display shows the selected preset input: **TUNER--> AUX1 --> AUX2 --> CD. ANA, DIG or OPT.**
Changing this preset can be done with the PRESET key, ☞ see PRESETS.

5 **RECORD LEVEL SETTING:** In case you are recording from a source which is connected via the digital or optical inputs the recording level does not need to and can not be adapted. When you want to record from a source via the analog or microphone inputs, you should check the peak level. ☞ see RECORDING LEVEL.

6 Press the **RECORD** key to start recording.
The indicator above the RECORD key will be ON ☼.
The time is continuously recorded and the track number is automatically increased by one.

7 To interrupt the recording for a short time, press the **SELECT PAUSE** key.
By pressing the **RECORD** key again, the recording is resumed; a new tracknumber is written on the tape).

8 To stop the recording, press the **STOP** ■ key. The actual music recording stops immediately.
The deck continues to write for a short period to mark the end of the last recording. Afterwards you may find this place on the tape very easily with the use of the **APPEND** ▶II key,
☞ see:RECORDING EXAMPLES.



9 Press the **BACKWARD** |◄◄ key to rewind the tape. You can now start playback of your recording with the **PLAY** ▶ key.

NOTES:

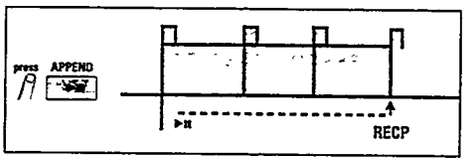
1. In case the display shows CHECK DIG IN you should check:
- if the CD player is switched on and in play mode,
- if the correct digital connections are made,
- if the PRESET on the DCC player is set to CD DIG (☞ see PRESETS)

2. When the unit is in RECORD PAUSE mode, you may also use the **PLAY** ▶ key to start the recording.

3. When the **RECORD** key is pressed during recording, a new racknumber will be written on the tape.

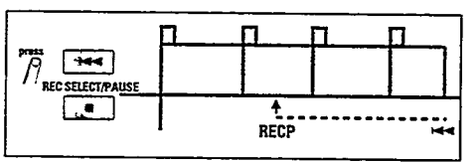
RECORDING ON A PARTIALLY RECORDED DCC

The APPEND function makes it possible to easily continue a recording at the end of your last recording. Track numbering will automatically continue in the right sequence. In case your last recording does not end with silence, it may happen that a very small part of your last recording (max 1 second) is overwritten.



1. Press APPEND ▶II. The deck will search for the end of the last recording (which was marked when STOP was pressed during recording). APP > or APP < appears. When this position has been found the last 10 seconds of this music track will be played back (APPEND PLAY), after which the RECORD PAUSE (RECP) mode is entered.
2. (Select the correct input source by pressing SELECT PAUSE II.)
3. Press RECORD ● to start the actual recording.
4. Press STOP ■ when you want to stop recording.
   The recording will be stopped and the deck marks the end of the last recording.

RECORDING ON A SPECIFIC LOCATION



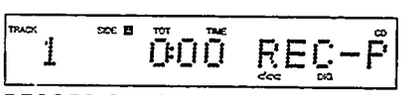
1. Search for the location on the tape where you want to make a recording.
2. ***a*** Press SELECT PAUSE II. The deck will enter the RECORD PAUSE (RECP) mode at the current position.
   b (Select the correct input source by pressing again SELECT PAUSE II.)
3. Press RECORD ● to start the actual recording.
4. Press STOP ■ when you want to stop recording.

Note: the tape must be positioned at a recorded area.

- In case you start recording on an area of the tape on which no previous recording was made (an blank area), the DCC player will not record time information. The tracknumber will not be shown.
- In case you start a recording in the middle of a track, it can happen that the DCC recorder has not yet read the track number of this track. Correct continuation of the track number-sequence is not possible. The DCC 730 will indicate track number '-- --'. After finalizing the recording session, the 'RENUMBER' function (see: 'EDIT, RENUMBER') can correct the track number sequence.

COMPLETELY OVERWRITING A RECORDED DCC

1. Select side A . ☞ see 'REVERSING THE PLAYING DIRECTION'.
2. Press BACKWARD ◀◀. The deck will rewind and stop automatically at the beginning of the tape.
3. Press SELECT PAUSE II .



   The deck will now write a LEAD IN area at the beginning of side A and will enter the RECORD PAUSE mode.
4. (Select the correct input source and adjust the recording level when needed).
5. Press RECORD ● to start the actual recording.
6. Press STOP ■ when you want to stop recording.
   The recording will be stopped and the deck marks the end of the last recording.

1. Using the APPEND key has the following advantages:

- Easy finding of the latest recorded piece of music in order to continue recording at that point.
- Continuous tracknumbering
- Time recording.

2. Using the SELECT PAUSE II key has the following advantages: .

- Possibility to start recording in the middle of a track.
- In case the RECP key is pressed while the position on the tape is within 2 seconds from the start of a tracknumber, the tape will be repositioned to the start of this track.

3. Press RECORD to actually start the recording:
example: press in following order: APPEND —> RECORD (to start recording at end of the latest recording)
or: REC SELECT —> RECORD (to start recording at the current position)

RECORDING IS NOT POSSIBLE:

- On a prerecorded DCC
- On a conventional musicassette
- On a DCC which is protected against recording.
  ☞ see 'PROTECTING A CASSETTE AGAINST RECORDING'.
- When the **COPY PROHIBIT** message lights up on the display.
  The DCC deck operates with a **S**erial **C**opy **M**anagement **S**ystem, which includes that a fully digital copy can be made from Prerecorded digital material but only directly from the original material.
  It is not possible to make a digital copy of a digitally copied DCC to another DCC deck. When you want to copy this cassette from one DCC deck to another you can only do this via the analog input sockets.
- When no digital signal is available. The display shows CHECK DIG IN. ☞ see 'TROUBLESHOOTING'.

English

INSTALLATION

PRESETS

With the PRESETS function you can control the default settings of the DCC recorder.

- Press the **PRESETS** key to enter the edit mode.
  The display shows SELECT PLAY - REC SELECT - EDIT, indicating that you can select one of these keys.
- After pressing the respective key the following default settings can be adjusted.

PLAY ▶

- AUTO PLAY: playback will always be started automatically as soon as the tray has been closed.
- AUTO STOP: playback will not be started automatically.

- Selection can be made with the ⏮ ⏭ keys.
- Press **PRESETS** again to store the selected values.

SELECT PAUSE ⏸

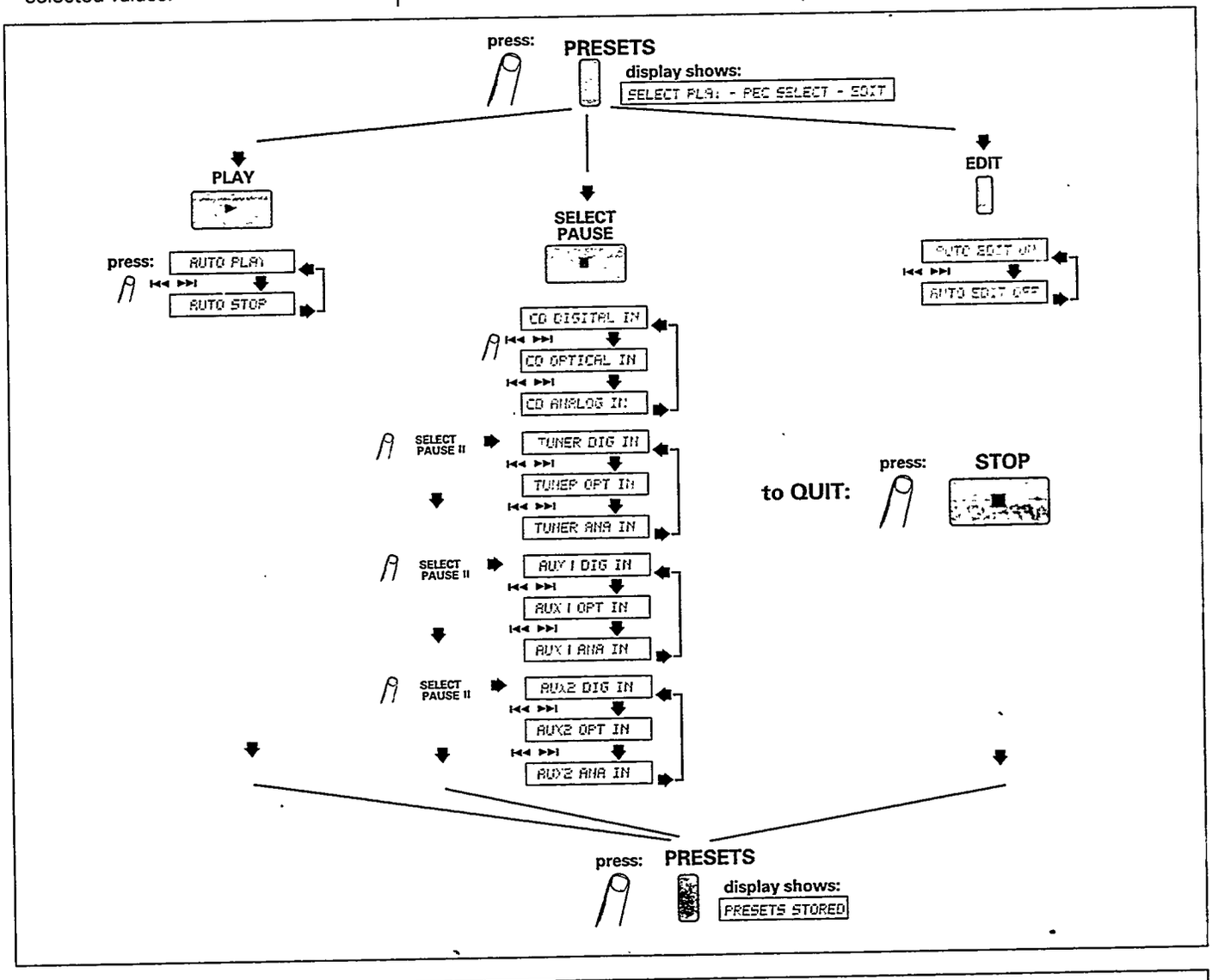
- **CD, TUNER, AUX1, AUX2:** selection of recording source
- **DIG, OPT, ANA:** selecting the input: digital, optical or analog

- The recording source can be selected with the **SELECT PAUSE ⏸** key
- The input can be selected with the ⏮ ⏭ keys.
- Press **PRESETS** again to store the selected values.

EDIT

- AUTO EDIT ON: the DCC recorder will write new track nrs on the tape when 3 sec. silence (<-60dB) is detected during recording from analog or micro input.
  When a digital source is connected (via digital sockets) this function is always automatically set to AUTO EDIT ON.
- AUTO EDIT OFF: the DCC player will not perform automatic track increment.

- Selection can be made with the ⏮ ⏭ keys.
- Press **PRESETS** again to store the selected values.



EXAMPLE: Changing the input source for CD.
Press PRESETS → Press SELECT PAUSE → Display shows current setting CD DIGITAL IN → Select the input e.g. CD OPTICAL IN with the ⏮ ⏭ keys → Press PRESETS again to store the adjustment. The display shows PRESETS STORED.

DETAILED FUNCTION DESCRIPTION

INSTALLATION

RECORD LEVEL SETTING MEMORY

The DCC730 stores the latest record-level setting for each independent source. As such, you do not have to adjust the record level setting each time another source is selected. During installation or when making your first recordings you can check and adjust the record level settings for each connected source.

EXAMPLE:

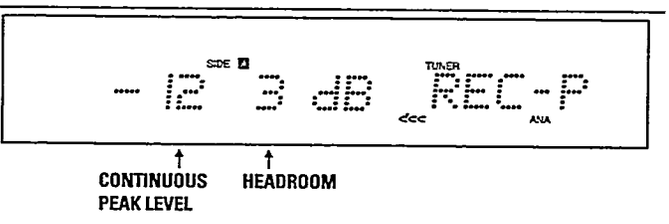
SOURCE		STORED RECORD LEVEL SETTING	
CD	DIG IN	Optimal direct digital	
TUNER	ANA	Setting nr. 10	LEV 10
AUX1	ANA	Setting nr. 7	LEV 7
AUX2	OPT IN	Optimal direct digital	

DISPLAY

RECORDING LEVEL DISPLAY

The peak level can be displayed by pressing:

- **REC LEVEL** + or – ;
  The recording level display will be shown temporarily.
  10 seconds after REC LEVEL + or - was pressed the display will go back to showing the previous information.
- **TIME.**
  ☞ see 'TEXT, TIME'.



CONTINUOUS PEAK LEVEL: is updated every second.

HEADROOM: indicates the absolute highest peak level.
The headroom will be reset:
– when you press **REC LEVEL** + or –
– when you start a new recording

OVER indication: If the level exceeds the 0 dB level, an overload will be indicated and the recorded signal can be distorted. The **OVER** indication will also be indicated on the display when the display is not showing the record level setting, e.g. during a recording.

ADJUSTING THE RECORD LEVEL SETTING

The record level setting for a traditional musicassette was always very critical due to its limited dynamic range. In order to record low signal level, recordings had to be made at maximum recording level. For DCC the Record Level setting is much less critical.

1. **Digital/optical input:** Record Level setting is not needed. Signals are directly digitally copied which guarantees optimum settings.
2. **Analog input:** Due to very large dynamic range of DCC, even very low signal levels can be recorded.

It is no longer needed to adjust the level to its *maximum* value. It is even better to keep a safe distance from the maximum value in order to prevent overload (resulting in distortion). The distance from the maximum value is indicated by:

1. **the continous peak level:** Recommended value for this continuous level is -9 to -12 dB.
2. **the headroom**: Recommended value for this head room is 2 dB.

The sensitivity can be adjusted in maximum 14 steps.
The maximum or minimum level is indicated on the display as: MAX LEVEL or MIN LEVEL

When in RECORD or REC PAUSE mode:

- Press **REC LEVEL** + or – to enter the level-meter display mode.
  The recording sensitivity is not yet changed.
- Press + to increase the sensitivity of record-setting step by step
- Press – to decrease the sensitivity of record-setting step by step

If the level exceeds the 0 dB level, an overload **OVER** will be indicated and the recorded signal can be distorted.
In this case press **REC LEVEL** – to decrease the level.

Adjusting the recording level is only needed when you are recording from a source which is connected via the ANALOG LINE IN sockets or via the MICRO(phone) socket to your DCC 730 (Analog In).

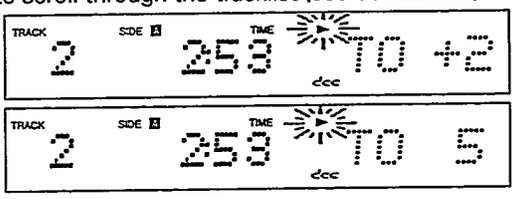
ADVICE:
It is recommended always to use the digital input when it is available.
Adjustment of the recording level is then not needed.

English

PLAYBACK FUNCTIONS

TRACK SEARCH

The ⏮ and ⏭ keys can be used to search for a particular track on the tape or to scroll through the tracklist (see title search).
– During the track search the display shows e.g.:



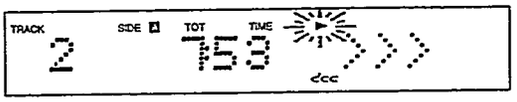
In stop mode:
- Press ⏮ (less than 0,5 seconds) to search for the start of the current track.
- Press ⏭ (less than 0,5 seconds) to search for a track next to the current track.

Note: these keys are also functional when using conventional musicassettes (Automatic Music Search). This function reacts to silent passages of at least 3 seconds between the tracks.

WIND / REWIND

Searching for a passage during playback can also be done with the ⏮ and ⏭ keys.

In stop mode and during playback:
- Hold ⏭ pressed down (for more than 0,5 seconds) to wind forward.
- Hold ⏮ pressed down (for more than 0,5 seconds) to wind backward.
  When the ⏮ and ⏭ keys were pressed during playback, playback will be continued as soon as you release the key.
  During searching time and track information will be displayed.

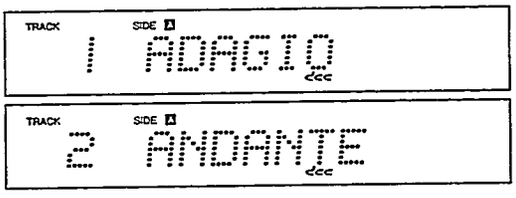


– When the text display is selected and the ⏮ and ⏭ keys are activated, the display changes to time indication as long as the search continues. Then the display will show the text information again.

TITLE SEARCH

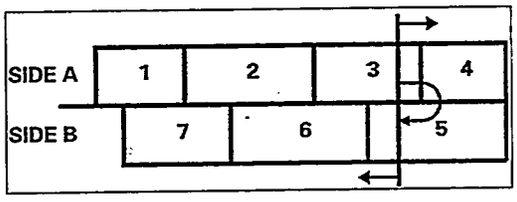
The ⏮ and ⏭ keys can be used to browse through the track-list

When in stop mode and track title display :
- When you press ⏭ or ⏮ while the display is showing the track title, the title of the next or previous track appears on the display.
  Searching for the track does not yet start.
- You can actually search for the track by pressing the **PLAY** ▶ key.



REVERSING THE PLAYING DIRECTION

- The SIDE A/B key is used to reverse the tape travel direction.
  This selected side is indicated on the display with SIDE [A] or SIDE [B].
- When you press this key during playback, the playing direction will be reversed and playback will be continued at the other side of the tape.



REPEAT

You can use the REPEAT key to replay a particular track or the total number of tracks on the tape.

- Press this key once to repeat the current track.
  The indication **REP 1** will appear on the display.
  Repeating the current track is not possible when you are using conventional analogue cassettes.
- Press this key once again if you wish to repeat all tracks on the tape. The display will show **REP**.
- Press this key another time to switch repeat off again.

NOTE: When analogue cassettes are used, only the function **REP** can be activated. **REP 1** can not be selected.

DOLBY NOISE REDUCTION

The Dolby Noise Reduction function can only be active when you are playing conventional music cassettes.
With the Dolby key you can switch the Dolby NR system on or off and select Dolby B or Dolby C NR.

Dolby Noise Reduction manufactured under license from Dolby Laboratories Licensing Corporation.
Dolby and the double-D symbol ⊡⊡ are trademarks of Dolby Laboratories Licensing Corporation.

DETAILED FUNCTION DESCRIPTION

RECORDING FUNCTIONS

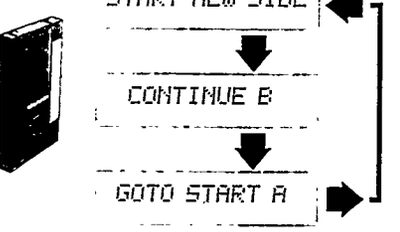
English

EDIT

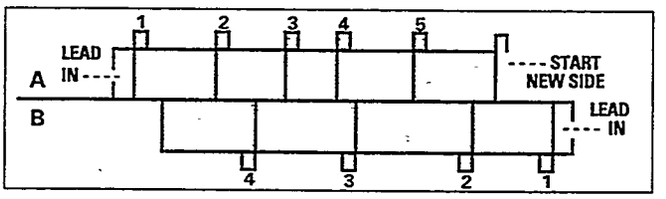
The EDIT function is only possible when you are using non protected user-recorded DCC cassettes. In this mode you can edit the tape formats, delete or create track transition and renumber the tracks.

When in REC PAUSE mode:

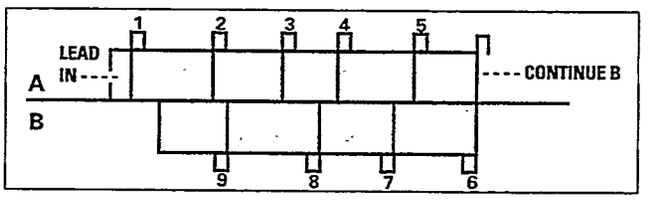
1. Press the **EDIT** key to enter the edit mode
2. You can select the various EDIT functions by pressing **EDIT** several times
3. Press the **RECORD** key to actually edit the tape.



- START NEW SIDE: When START NEW SIDE is detected during playback, the deck will automatically wind to the beginning of the next side after which playback will be continued with the first track on the next side. During winding the display will show TO START B or TO START A.



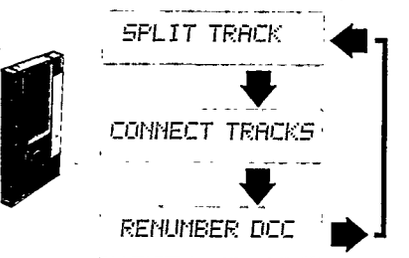
- CONTINUE B: mark the position where the tape must be reversed (only possible on side A of the tape).
  When CONTINUE B is detected during playback, the deck will immediately change to side B after which playback will be continued.



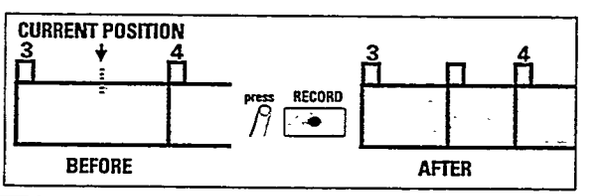
- GO TO START A: mark the position on the tape where the deck should start winding to the beginning of side A and stop.
  When GO TO START A is detected during playback, the deck will wind to the beginning of side A after which the deck stops.

When in STOP mode:

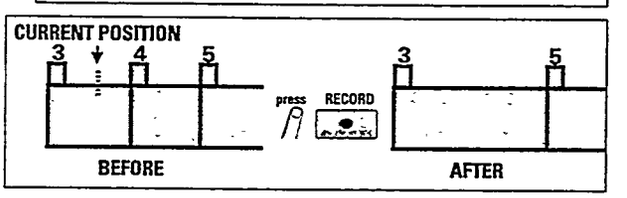
1. Press the **EDIT** key to enter the edit mode.
2. You can select the various EDIT functions by pressing **EDIT** several times
3. Press the **RECORD** key to actually edit the tape.



- SPLIT TRACK: the DCC starts a new track at the current position.
  When SPLIT TRACK has been performed a renumber action (see below) is necessary to ensure a correct tracknumber sequence.



- CONNECT TRACKS: the current and next track will be connected and recognized as one track. The deck will search for the start of the next track and erase the marker which indicates the start of this track.
  When tracks have been connected a renumber action (see below) is necessary to ensure a correct track number sequence.
  Note: Do not use the 'CONNECT TRACKS' function when positioned at the start of a track.



- RENUMBER: renumbering the tape. This action is only possible if track numbers have been recorded on the tape.

– The 'RENUMBER' function is ***always*** needed when:
  1. During recording, the deck has automatically switched from side A to side B (☞ see: 'MC like format').
  2. A track has been split into 2 tracks.
  3. Two tracks have been connected to one track.
– The 'RENUMBER' function ***may be*** needed when: A recording is started in the middle of an existing track (see : 'RECORDING ON A SPECIFIC LOCATION').
– As the complete tape will be checked for correct tracknumber sequence, it is best to finalize all edit-actions before renumbering. During the renumber action the display shows the absolute time + 'RENUM'.

When the action is finished the display shows RENUM COMPLETE

NOTE: **to exit edit** press STOP

English

RECORDING FUNCTIONS

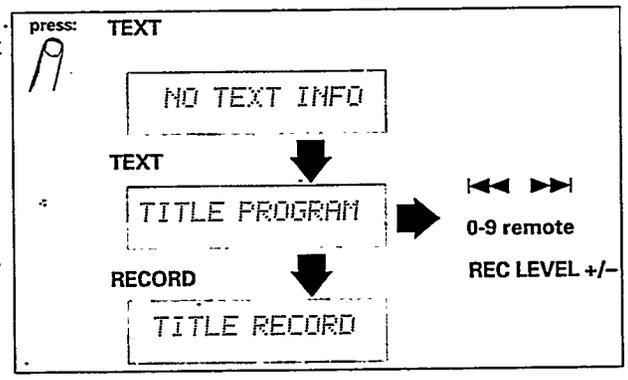
Note: If a recording is started in a blank area, the recorder is not able to write track numbers and absolute time on the type. The display will *not* indicate the track number (also not with – –). Indication will be similar to a musicassette.
The 'RENUMBER' function can *not* correct the track number sequence. Recording of track numbers is only possible when a tape is initialized with a LEAD-IN area.

TITLE PROGRAMMING

On user recorded DCC cassettes, you can record your own titles. The title will be recorded *at the start* of the track.
Note: As the title is only recorded at the start of the track, the NO TEXT INFO message will appear if the deck has *not* yet read a title.

In STOP mode

When no text has been recorded on the tape yet:



1 Press TEXT
When a new track is found and no text-info has been recorded yet the display shows NO TEXT INFO

2 Press TEXT again.
The display shows TITLE PROGRAM
A cursor will be blinking at the first character on the display (left).

3 The cursor can be moved on the display with the ⏮, ⏭ keys.
A maximum of 40 characters per title can be programmed.

4 Programming is either done with the **0-9** keys on the remote control (1=A,B,C, 2=D,E,F, 3=G,H,I, etc.) or with the **REC LEVEL +/–** keys.

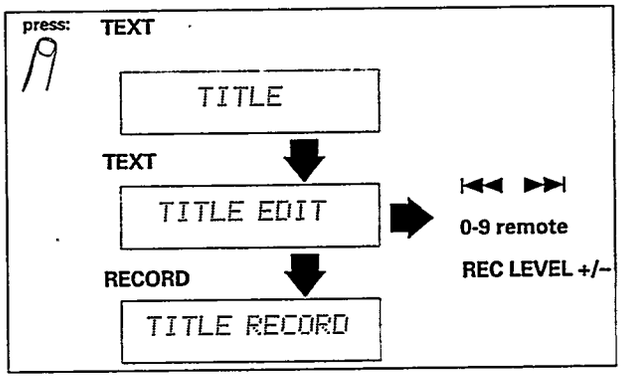
- Press **REC LEVEL +** to scroll through the alphabet characters in the following sequence: A, B, C, etc.
- Press **REC LEVEL –** to scroll through the alphabet characters in the opposite sequence: Z, Y, X, etc.

When these keys are pressed for more than 1 second the scrolling speed will be increased.

NOTE: **to exit title programming** press STOP

5 Press the RECORD key to store the title.
The deck will search for the start of the current track and record the track title at the start of this track.
During this time the display will show TITLE RECORD

When text info has already been recorded on the tape:



1 Press TEXT
When text info has already been recorded the display shows the current title.

2 An existing title can be edited by pressing the **TEXT** key again.
The display will first show TITLE EDIT and then the current title.
A cursor will be blinking at the first character on the display (left).
This cursor can be moved on the display with the ⏮, ⏭ keys

3 Programming is done with the **0-9** keys on the remote control or with the **REC LEVEL +/–** keys as described above.

4 Press the RECORD key to store the new title.
The deck will search for the start of the current track and record the track title at the start of this track.
During this time the display will show TITLE RECORD.

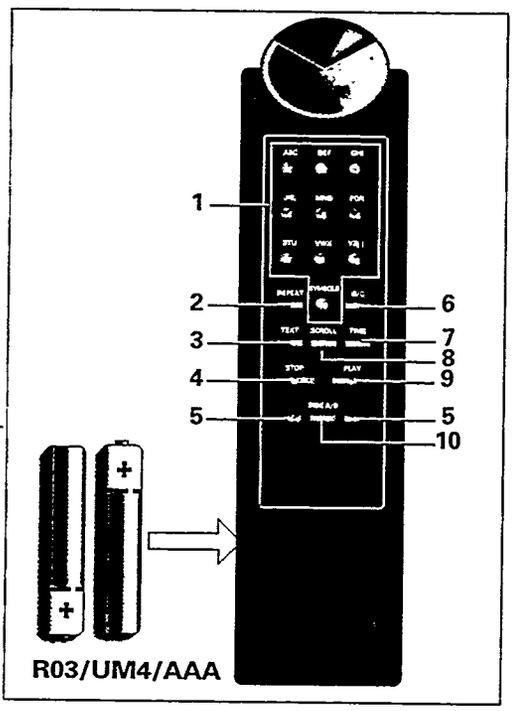
NOTE: **to exit title programming** press STOP

MICROPHONE RECORDING

If a microphone (e.g. Philips SBC 3036) is connected, your DCC 730 will automatically select microphone recording.
If 'howling' occurs when using microphones:
– keep the microphones away from the loudspeakers,
– or reduce the reproduction volume,
– or use headphones for monitoring.

REMOTE CONTROL

1 **0-9** – these keys can be used for track selection and for title programming.
2 **REPEAT** – to repeat the current track, to repeat all tracks or to switch repeat off.
3 **TEXT** – to select text information and to enter the title programming mode.
4 **STOP ■** – to stop any action.
5 **|◄◄ ►►|** – when pressed < 0,5 sec.: track search.
– when pressed > 0,5 sec.: wind/rewind.
6 **O/C** – open/close.
7 **TIME** – to select time information.
8 **SCROLL**
– to scroll text information or to enter demo mode.
– to adjust the scroll speed when lyrics. information is selected.
9 **PLAY ►** – to start playback or recording.
10 **SIDE A/B** – to reverse the side.



DIRECT TRACK SELECTION with remote control

The 0-9 keys on the supplied remote control can be used to directly select a desired track on the tape.
These keys can be activated during the stop mode, when the tray is open, during playback or during the search mode.
The DCC player will wind to the desired track, after which playback will start automatically.
When using DCC user-recorded tapes this function only works if a tracklist is present and has been read by the DCC-recorder.
Direct track selection functions differently for different cassette types. Direct selection of track 1 is always possible.

1. **DCC album:**
Always functions as soon as the track list has been read; direct side selection
2. **DCC user recorded tape:**
– Only if the current track number is known; e.g. current track number 3, requested track 8, sequential search to track 8.
– If the current track number is *not* known, the message NO TRACK INFO will appear.
– Direct selection of track 1 is always possible.
3. **Musicassette:**
Only selection of track 1 is possible; for all other tracks the message NO TRACK INFO will appear.

MAINTENANCE

GENERAL REMARKS

The DCC730 might influence the quality of a broadcast signal when the radio antenna is located close to the DCC player.
- Keep the radio antenna as far as possible away from the DCC player.

MAINTENANCE OF YOUR DCC RECORDER

- Do not leave the unit for any length of time in direct sunlight or other places where high temperatures can occur, such as in the vicinity of heating apparatus.
- Do not expose the equipment to humidity or rain.
- A chamois leather cloth slightly moistened with water is sufficient for cleaning the deck.
- Do not use cleaning agents containing alcohol, spirits, ammonia or abrasives.

CASSETTE MAINTENANCE

Keep the cassettes at room temperature and avoid leaving them in the sun or too close to magnets and transformers of e.g. recorders, radios, TV's and loudspeakers.
Do not push the tape protection of DCC cassettes aside and avoid touching the tape.

CLEANING CASSETTES

- In principle there is no need to clean the head of your DCC player when you use only DCC cassettes.
The use of conventional musicassettes of inferior quality may leave dirt on the DCC head. This can affect the sound quality of DCC cassettes (sound will be interrupted).
Your DCC730 automatically indicates when headcleaning is needed by showing the message CLEAN HEAD.
This message can be shown when RECORD PAUSE is entered, during PLAYBACK or after playing many hours with conventional musicassettes.
Special DCC cleaning-cassettes (Philips SBC3500) are available to clean the DCC head.
It is strongly advised not to use conventional cleaning cassettes as they will not clean the DCC head good enough.

***WARNING:* Do not use DEMAGNITIZE cassettes.**

This product complies with the radio interference requirements of the European Community.

Copyright:
Recording or copying is only authorised if there is no violation of copyright or other rights of third parties.

TROUBLESHOOTING

English

symptom	possible cause	remedy
General problems – The unit does not respond to any command.	– Electrostatic charge may cause this problem.	– Switch off the power. – Switch on the power again after a few seconds.
CC and MC cassettes – Broken/intermittent playback sound.	– The head section is dirty.	– Clean the head section.
DCC cassettes – Distorted signal.	– Recording was made with too high peak level (OVERLOAD).	– Make a new recording with lower peak level.
– Track number or elapsed playing time is not displayed correctly. – No track number indication and RENUMBER does not function.	– The cassette has been loaded in the middle of one of the tracks. – Recording has not been started with a lead-in area at the beginning of each side.	– Rewind the tape to the start of the track and start playback. – You may consider to re-record the tape.

DISPLAY MESSAGE	possible cause	remedy
PRESS STOP	– You have pressed a key during a function which cannot respond to this key	– Press the STOP key
BLOCKED	– For some reason, the compartment cannot be opened or closed (e.g. cassette not correctly inserted, compartment touched an object when it was opened).	– Do not force anything. Try to reset the player by switching ON and OFF again. If the trouble persists, consult your dealer or service station.
WRONG TRACK	– The selected tracknumber does not exist on the tape, playback is continued	– Enter an existing track number
CHECK DIG IN and CHECK OPT IN	– The CD player does not send any signal in 'STOP' mode. – The digital source has failed (i.e. loosened cable or DIG IN is not connected. The unit is switched to STOP. – 'Digital' or 'Optical' has been selected at the unit. If the digital source is missing, recording can not be started.	– Set the CD player into 'PAUSE' mode. – Check the connections and try again If the problem persists, your digital/ optical cable might be broken. Consult your dealer for a new cable
COPY PROHIBIT	– You can not make a digital copy of a source which is already a digital copy of an original music-program. The DCC730 operates with a Serial Copy Management System, which includes that a fully digital copy can. be made from prerecorded material. E.g. you can make a digital recording from a CD to your DCC via the digital in- and output sockets. However, it is not possible to make a digital copy of this recorded DCC cassette to another DCC deck.	– When you want to copy this cassette from one DCC deck to another you can only do this via the analogue in- and output sockets. – Select the analog input and start recording again.
NO TEXT INFO	– There is no text information on the tape that has been inserted in the compartment or the information is not known yet.	– Program your own text information or select TIME information)
NO DCC	– You have tried to start recording with an 'ACC'.	– Insert a DCC into the tray.
TAPE PROTECT	– You have tried to start recording with a recording protected cassette.	– Push the red button on the DCC down (towards protective touch slider)
CLEAN HEAD	– There is dust or dirt on the head of your DCC player This indication may appear during playback/recording or recording pause mode.	– Use a special DCC cleaning cassette to clean the head
RENUM FAILED	– Renumber is not possible when a recording was started on an empty area of the tape (no time info recorded)	– You may consider to re-record the tape
TAPE FULL	– indicates that the recording cannot be continued because the tape is full	– Use a new cassette for recording or rewind the tape to overwrite an existing recording
LOAD AGAIN	– The cassette has not been loaded correctly	– Load the cassette again.

If the trouble persists, even after the remedial action has been taken of if the symptoms are not included in the table, consult the dealer where you purchased the unit.